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- Surefire Sources for Fund Seekers
- Inspired Competitions for Students and Educators
- Powered-Up Professional Development
- Maximized Mobile Learning
- STEM for Innovation Success
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TECHNOLOGY FOR K–12 EDUCATORS

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SIIA

CoSN ADVANCING K-12 TECHNOLOGY LEADERSHIP

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Surefire Sources for Fund Seekers

OPPORTUNITIES WITH DEADLINES

- The **LEGO Children's Fund** provides awards to organizations with specific, identifiable needs primarily in **early childhood education and development** directly related to creativity, or **technology and communication projects** that advance learning opportunities. Priority consideration is given to programs that meet the goals of the LEGO Children's Fund and are supported in volunteer time and effort by their employees.

  Eligibility: Organizations that serve children from birth to age 14. Interested parties need to complete an eligibility quiz and then be approved and invited to submit a grant proposal.

  Award: Varies, usually $500 to $5,000

  Deadlines: Quarterly (October 15, January 15, April 15, July 15, annually). Eligibility quiz for the October 15, 2012 deadline must be completed between September 1 and September 28, 2012.

  Web: ***http://www.legochildrensfund.org/Guidelines.html***

- **Project Learning Tree** (PLT) **GreenWorks! Grants** help to fund "green" projects, such as school/community native plant gardens, forest improvement projects, streamside restoration plans, recycling programs or energy conservation projects in which students participate.

  Eligibility: Public or private schools and registered Green Team members (registration is *free*)

  Awards: Traditional GreenWorks! grants: up to $1,000; GreenWorks! grants for registered PLT GreenSchools!: up to $3,000

  Deadline: September 30, 2012

  Web: ***http://www.plt.org/applyforagrant***

- The **P. Buckley Moss Foundation for Children's Education** offers grants to support new or evolving programs that integrate the arts into educational programming. The purpose is to aid and support teachers who desire to use the arts in teaching children who learn differently.

  Eligibility: K–12 teachers

  Award: Up to $1,000

  Deadline: September 30, 2012

  Web: ***http://www.mossfoundation.org/national-educators-awards-and-grants***

- **Classroom grants** are made available by the **Association of American Educators** (AAE) **Foundation.** The grants can be used for a variety of projects and materials, including, but not limited to, books, software, calculators, math manipulatives, art supplies, audiovisual equipment and lab materials. The number of classroom grants awarded depends on the number of applicants.

  Eligibility: Full-time K–12 educators who have not received a grant from AAE in the previous three grant cycles (or 18 months).

  Award: Up to $500

  Deadlines: October 1 and March 1, annually

  Web: ***http://www.aaeteachers.org/index.php/classroom-grant-application***

- **The Standard Charitable Foundation** provides funds in support of programs that strengthen the quality of education and develop systems to improve its overall effectiveness, with particular emphasis on K–12. The programs should promote access and opportunity to schooling and help low-income and at-risk students succeed in school and prepare for postsecondary education. The foundation is especially interested in programs that bolster literacy in the early years and focus on diversity and inclusion. It will also consider requests for funds to develop after-school programs, improve education leadership skills and help students achieve high results.

  Eligibility: K–12 educators and nonprofit organizations

  Award: Varies based on scope of proposal

  Deadlines: October 1 and May 1 for funding in November and June, respectively. Applications may be submitted year-round upon approval of Letter of Inquiry.

  Web: ***http://www3.standard.com/net/public/!ut/p/c0/04_SB8K8xLLM9MSSzPy8xBz9CP0os3hHIx8jH2czY0N3d1dLA0-zAE9Tk0ADL1cPM_2CbEdFAFT6ULU!/***

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- The **Verizon Foundation** focuses on preparing students for success in the 21st century by leveraging mobile technology, digital content and teacher training for schools and organizations—all focused on increasing student interest and achievement in Science, Technology, Engineering and Math (STEM). The foundation offers education grants using a three-step process: Check Eligibility, Apply Online and Final Decision. The online Eligibility Quiz checks to see if the applicant's school matches the foundation's guidelines and offers other avenues of support for projects that may not meet the guidelines. Organizations seeking grants must be prepared to track and report specific results that demonstrate measurable human impact. Impact reports are required every three months once a grant is approved.

  Eligibility: K–12 nonprofit or public schools

  Award: Varies; based on the past several years, the average grant size ranged between $5,000 and $10,000.

  Deadline: Online applications reviewed on a continuous basis from January 1 through October 14

  Web: ***http://www.verizonfoundation.org/grants/***

- A collaborative effort between **EarthEcho International** and the **NEA Foundation**, the **EarthEcho Water Planet Challenge Grants** are available in the form of **Student Achievement Grants** in support of service-learning programs that improve the health of our water planet. Interested applicants must cite specifically how they are utilizing EarthEcho's Water Planet Challenge Action Guides to effect change in their classrooms and communities and to encourage students to take action that will help to protect, restore and preserve our water planet.

  Eligibility: Public middle school and high school educators

  Award: $2,000

  Deadlines: October 15, 2012; February 1, 2013; June 1, 2013

  Web: ***http://www.neafoundation.org/pages/educators/grant-programs/nea-foundation-earthecho-grants/***

  Plus: From conserving energy and improving the quality of drinking water to understanding the impact of the Gulf Oil Spill, the **Water Planet Challenge**'s collection of *free* **Action Guides, videos, lesson plans** and **service-learning materials** will help educators connect with students and jumpstart student awareness and involvement in effecting change.

  Web: ***http://www.waterplanetchallenge.org/wpc/index.cfm/service-learning/action-guides/***

Attention Web Browsers

Website addresses do change periodically. If you have difficulty connecting, use a search engine to get an updated address. These sites are recommended by teachers and editors for educational value, but all content and associated links are the domain of the site sponsor.

- The **NEA Foundation's Student Achievement Grants** are awarded for proposals that seek to improve students' academic achievement, with emphasis on the 21st century skills of **critical thinking** and **problem solving** that deepen students' knowledge of standards-based subject matter. The work should also improve students' habits of inquiry, self-directed learning and critical reflection. Proposals for work resulting in low-income and minority student success with honors, advanced placement or other challenging curricula are particularly encouraged.

  Eligibility: Public K–12 teachers, public school education support professionals, or faculty or staff at public higher education institutions

  Awards: $2,000 and $5,000

  Deadlines: October 15, 2012; February 1, 2013; June 1, 2013

  Web: ***http://www.neafoundation.org/pages/educators/grant-programs/grant-application/student-achievement-grants/***

  Plus: The **NEA Grant Writing Tutorial** provides helpful documents to assist in writing a grant application along with grant-writing tips. The NEA Foundation encourages applicants to consider multiple sources of funding when completing a grant application.

  Web: ***http://www.neafoundation.org/pages/educators/grant-programs/grantee-resources/grant-writing-tutorial***

- The **American Honda Foundation** (AHF) engages in grant making that reflects the basic tenets, beliefs and philosophies of Honda companies, which are characterized by the following qualities: imaginative, creative, youthful, forward thinking, scientific, humanistic and innovative. The AHF grants support youth education with a specific focus on the STEM (science, technology, engineering and mathematics) subjects in addition to the environment.

  Eligibility: Public school district or private/public elementary and secondary schools. To determine if a program/project meets the qualifications for consideration, the online application process begins with an Eligibility Quiz.

  Award: From $20,000 to $75,000 over a one-year period

  Deadlines: Quarterly (November 1, February 1, May 1, August 1, annually)

  Web: ***http://corporate.honda.com/america/philanthropy.aspx?id=ahf***

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- The **Emerging Teacher-Leaders in Elementary School Mathematics** grants seek to increase the breadth and depth of the mathematics content knowledge of one elementary school teacher who has a demonstrated commitment to mathematics teaching and learning. The applicant must have the support of the school principal in becoming a mathematics teacher-leader within her or his school or district. For the 2013 to 2014 school year, grants with a maximum of $6,000 each will be awarded. Only one teacher per school may receive the award. The desired outcome of the funded project is the development of an elementary school mathematics teacher with mathematics content expertise. The grant recipient will be expected to provide ongoing professional development to teachers within the school or district to strengthen their mathematical understandings and instructional practices. The professional development must include sustained in-service programs focusing on improving the content knowledge of the elementary teachers within the school or district and working with teachers in their classrooms through demonstration teaching or co-teaching. The applicant will be expected to select, in collaboration with the school principal and other teachers, specific mathematics content aligned with the Content Standards of Principles and Standards for School Mathematics (NCTM 2000) and develop expertise in this mathematics content.

  Eligibility: PreK–grade 5 educators who are members of the National Council of Teachers of Mathematics (NCTM) as of October 15, 2012.

  Award: Up to $6,000

  Deadline: November 9, 2012

  Web: ***http://www.nctm.org/resources/content.aspx?id=1310***

- The **Information Technology Pathfinder Award**, sponsored by **Follett Software Company**, recognizes and honors school librarians who demonstrate vision and leadership through the use of information technology to build lifelong learners. There are two award divisions: Division One for the innovative use of information technology in the school library program in an elementary (K–6) setting, and Division Two for the innovative use of information technology in the school library program in a secondary (7–12) setting. Applicants will be judged based on their identification and utilization of technologies that address the needs of the school community, the integration of technology into the school curriculum and the depth of impact on student learning. Technologies include, but are not limited to, computers and computer applications, databases, Internet, CD-ROM, laser technology, video, telecommunications, networking, distance learning and other emerging technologies.

  Eligibility: Personal members of the American Association of School Librarians (AASL)

  Awards: $1,000 to the school librarian; $500 to the school library program

  Deadline: February 1, 2013

  Web: ***http://www.ala.org/aasl/aaslawards/itpathfinderawd/itpathfinder***

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- The **Calvin K. Kazanjian Economics Foundation** provides grants in support of programs that raise public participation in economic education and/or create a demand for greater economic literacy. The foundation gives special attention to proposals and projects with national impact, specifically programs that apply new strategies for teaching economics, including online and web-based instruction; encourage measurement of economic understanding; and help otherwise disenfranchised youth learn to participate in the economic system.

  Eligibility: K–12 educators

  Awards: From $3,500 to $150,000, with an average award of approximately $22,000

  Deadlines: September 15 for review in November/December, or February 15 for review in May/June

  Web: ***http://www.kazanjian.org/grants/apply***

- **InvenTeams** is a national grants initiative of the **Lemelson-MIT** program that is intended to foster inventiveness among high school students. InvenTeams, comprised of high school students, teachers and an industry mentor, are asked to collaboratively identify a problem to solve, conduct research on the problem and then develop a prototype invention as an in-class or extracurricular project with the purpose of inventing something of value for their school or local community. Applying for an InvenTeam grant is a two-step process. The initial application is available online each fall and due in the spring (for grants awarded the following academic year).

  Eligibility: High school science, math or technology educators

  Awards: Grants of up to $10,000 support the efforts of teams made up of from five to 15 students

  Deadlines: March 1, 2013 for early feedback; April 5, 2013 for initial application; September 6, 2013 for final application

  Web: ***http://web.mit.edu/inventeams/***

  Plus: Teachers can find invention resources for implementing a successful project using the online **Invention Guide**. Menu tabs provide access to an Overview of inventions, Invention Links with web resources for inventions and inventors, Team Organization guidelines for setting up InvenTeams and Creativity suggestions.

  Web: ***http://web.mit.edu/inventeams/guide.html***

Join the Amazing Resources for Educators community on edWeb.net

www.edweb.net/bdbt

- **ING Unsung Heroes** began in 1995 as a way for ING to demonstrate its commitment to the education community. Grants are given to K–12 educators utilizing new teaching methods and techniques that improve learning. Each year educators submit applications for an ING Unsung Heroes grant by describing projects they have initiated or would like to pursue. Each project is judged on its innovative method, creativity and the ability to positively influence the students chosen by ING's Educators Advisory Board. Winners are selected by Scholarship America, a national nonprofit educational support and student-aid service organization.

  Eligibility: K–12 teachers

  Awards: Each year 100 finalists are selected to receive a $2,000 grant, payable to both the winning teacher and his or her school. At least one grant is awarded in each of the 50 states, provided at least one qualified application was received from each state. Of the 100 finalists, three are selected for additional financial awards: $25,000 for first place, $10,000 for second place, and $5,000 for third place.

  Deadline: April 30, 2013

  Web: ***http://ing.us/about-ing/citizenship/childrens-education/ing-unsung-heroes***

OPPORTUNITIES WITH NO DEADLINES

- **Dollar General**, in collaboration with the **American Library Association** (ALA), the **American Association of School Librarians** (AASL) and the **National Education Association** (NEA), sponsors **Beyond Words**, a **disaster relief fund** for public school libraries in the states served by Dollar General. The grants are awarded to public school libraries that have incurred substantial damage or hardship due to a natural disaster (tornado, earthquake, hurricane, flood, avalanche, mudslide), a fire or an act recognized by the federal government as terrorism. The grants are to replace or supplement books, media and/or library equipment in the school library setting.

  Eligibility: Librarians or media specialists in public school libraries located within 20 miles of a Dollar General store

  Awards: Individual grant recipients that meet the criteria may also apply for a catastrophic grant. If selected, they will be awarded the difference between their already granted funds and $50,000. For example, a recipient of a previous $15,000 grant would receive an additional $35,000.

  Deadline: Ongoing; applications reviewed monthly

  Web: ***http://www.ala.org/aasl/aaslawards/beyondwords/disasterrelief***

  Plus: The program also features a comprehensive website devoted to **disaster preparedness**, with resources and a toolkit to help school librarians prepare for and deal with natural disasters and terrorist acts.

  Web: ***http://www.ala.org/aasl/aaslawards/beyondwords/default***

- By participating in **eInstruction**'s **Professional Development grant program**, schools or districts can host an **EdTech Conference** to help teachers learn how best to effectively integrate different types of technology and how to leverage existing technology. The **Workshop Loan Program** provides loaner technology at *no cost* for use in presentations and workshops. An eInstruction coordinator and a host-guide toolkit are also provided.

  Eligibility: K–12 schools or districts (with the potential for 300 to 800 conference attendees)

  Awards: $3,500 and *free* loaner technology for every presentation

  Deadline: Ongoing; speakers must fill out application requests before presentations and allow at least 30 days for loaner equipment requests.

  Web: ***http://www.einstruction.com/programs/edtech-conference/host-edtech-conference***

  Plus: eInstruction also supports conference speakers and workshop presenters with two special programs. The **Speaker Gift Program** gives conference presenters a *free* Mobi if they integrate eInstruction in a hands-on, active manner with participants.

  Award: Mobi device

  Deadline: Requests must be submitted online 30 days prior to presentation or workshop.

  Web: ***http://www.einstruction.com/programs/speaker-support***

- **Teaching with Primary Sources** (TPS) **Regional grant program** promotes the widespread, sustained and effective use of primary sources from the **Library of Congress** within the educational community by increasing access to the TPS program for teachers who are not served by members of the TPS Educational Consortium. TPS accepts proposals for projects lasting up to 18 months. Before applying for a grant, applicants should review the website for their region and submit a Notice of Intent. The regional coordinator will help to determine if the grant idea falls within the funding guidelines of the program. Grant recipients may use TPS funding for delivering online or face-to-face TPS workshops and embed TPS materials and content into broader professional development programs.

  Eligibility: School districts, libraries or educational organizations

  Award: Up to $20,000

  Deadline: Ongoing

  Web: ***http://www.loc.gov/teachers/tps/regional/granting.html***

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- **Recycle Forward**, in partnership with **Cartridges for Kids** and **Digital Wish**, helps educators get new technology for their classrooms by recycling used electronics and ink cartridges for cash. Support for a school recycling drive includes printable flyers, an email template, a press release for the school, downloadable art, a "how-to" for setting up a recycling drive and tips for a successful school campaign. All of the money earned is automatically matched with another 2% to 10% in funding on Digital Wish.

  Eligibility: Educators in preK–12 nonprofit or public schools

  Award: Varies; see online price list

  Deadline: Rolling

  Web: ***http://www.digitalwish.com/dw/digitalwish/recycle_forward***

- **Field Trip Grants** from **Target** help give students unique, firsthand learning experiences through visits to museums, historical sites and cultural organizations. Each Target store will award three Target Field Trip Grants to schools nationwide, enabling one in 25 schools throughout the United States to send a classroom on a field trip. Since launching the program in 2007, Target has awarded more than $16 million in grants, providing 2 million students in all 50 states with the opportunity to enhance their studies in the arts, math, science and social studies.

  Eligibility: K–12 schools

  Award: Each grant is valued up to $700.

  Deadline: Rolling; application cycle opens August 1, 2012.

  Web: ***http://sites.target.com/site/en/company/page.jsp?contentId=WCMP04-031880***

- The **Newspaper Association of America** (NAA) **Foundation** offers grants to help students and their advisors whose high school newspapers are at risk participate in the **Young Publishers program**. The Young Publishers program is designed to help participants learn the skills required for success in newspaper publishing through the development of a business plan. To accomplish this, students and advisers must interact with and be mentored by volunteers from the local newspaper as the business plan is crafted. To receive a grant, a high school must agree to start and document a business-side development program and demonstrate that its student newspaper is either struggling to exist or has ceased to exist.

  Eligibility: Applicants must have a high proportion of minority students or be located in and draw its students from a rural area.

  Award: Up to $2,500

  Deadline: Rolling; applications must be submitted at least five weeks before the program is to begin.

  Web: ***http://www.naafoundation.org/Grants/Student-Journalism/Young-Publishers.aspx***

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APC® BE750G Back-UPS® 750VA

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Inspired Competitions for Students and Educators

FOR STUDENTS

- The **Everyday Young Hero** contest highlights one outstanding youth each week for making extraordinary contributions and commitments to service. Nominations must come from a parent, teacher or other adult mentor; supporting material is recommended.

  Eligibility: Children and young adults aged 5–25

  Awards: Certificate and letter from Youth Service America (YSA); winners are posted on the YSA website and receive local media recognition.

  Deadline: Ongoing; weekly

  Web: ***http://www.ysa.org/awards/hero***

- **InvestWrite** is a national essay competition sponsored by the **Securities Industry and Financial Markets Association** (SIFMA) as a complement to **The Stock Market Game program**. Each InvestWrite assignment ties to various lessons throughout the stock market curriculum. The assignments reinforce students' new knowledge and hone their critical thinking skills. Students in each grade division—Elementary (grades 4 and 5), Middle School (grades 6–8), High School (grades 9–12)—write essays that demonstrate understanding of the core concepts of the stock market.

  Eligibility: Students in grades 4–12 registered to participate in the current Stock Market Game program

  Awards: Both teachers and students will have a chance to win gift certificates, laptop computers, trips to New York City (middle and high school) and other prizes. See website for specific prizes at state and national levels.

  Deadlines: Questions and challenges posted on September 24, 2012, along with competition deadlines at the state and national levels

  Web: ***http://www.investwrite.info/***

- Children aged 6–12 are invited to write a poem about hummingbirds in the second **Hummingbird Poetry Contest**. When they submit a poem, students are given their own web page so they can display their work for friends and family to leave comments, including accolades. Three winners will be selected based on visitors' comments and official judging.

  Eligibility: Children aged 6–12

  Award: Hummingbird Recycler Feeder Kit

  Deadline: September 30, 2012

  Web: ***http://www.hummingbird-guide.com/kids-hummingbird-poetry-contest.html***

- The **Siemens Competition in Math, Science & Technology** encourages high school students to undertake individual or team research projects that improve their understanding of the value of scientific study. The competition fosters intensive research and informs students' consideration of future careers in these STEM disciplines. A student can compete as an individual or as a member of a team. Individual projects promote independent research. Team projects foster collaborative research efforts, as well as individual contributions to the cooperative endeavor. Research reports may be submitted on projects in the fields of mathematics, engineering, biological and physical sciences and combinations of disciplines. Find specific project guidelines on the competition's website.

  Eligibility: High school students who are United States citizens or permanent residents (green-card holders)

  Awards: Scholarships for winning projects range from $1,000 to $100,000.

  Deadline: October 1, 2012, 5 p.m. (ET)

  Web: ***http://siemens.collegeboard.org/***

- In the **Keep America Beautiful Recycle Bowl Competition**, sponsored by **Nestlé Waters**, a school competes against other schools in its state and nationwide to see which school recycles the most. The **Competition Division** is broken up into two categories: **State Champion School** (statewide competitions and national title) and **National Community Recycling School** (national competition only). All schools must report official weights of recyclable material collected per capita (students + teachers). In addition to the Competition Division, an **Open Division** lets a school that registers late, or does not want to compete for a prize, enjoy all the privileges and have access to all the promotional resources. Find the Official Rules and lists of Acceptable & Unacceptable Materials under the Rulebook tab. Under the Playbook tab is a collection of competition and other resources.

  Eligibility: K–12 public, private and charter schools in the 50 states and District of Columbia; schools in a US Territory, Canada or Mexico may participate in the Open Division.

  Awards: Within the **State Champion School** category, schools will have the opportunity to win a $1,000 award if they recycle the most material per person per school within their state (including the District of Columbia). The statewide winners will then be eligible to win an additional grand prize valued at $2,500 if their school recycles the most per person from all state winners. If a school collects material from the community, parents, local businesses as well as from internal school operations, it will compete in the **National Community Recycling Schools** category. This category includes a first-place $1,000 prize, a second-place $750 prize and a third-place $500 prize.

  Deadlines: Register school by October 8, 2012; hold competition between October 15 and November 9, 2012; report data between November 10 and December 14, 2012.

  Web: ***http://recycle-bowl.org/***

- Each year thousands of schools in the United States participate in the **National Geographic Bee**. The contest is designed to encourage teachers to include geography in their classrooms, spark student interest in the subject and increase public awareness about geography. Principals must register their schools beginning September 1, 2012, and submit the $100 registration fee ($120 after October 15, 2012). School contest materials will be mailed in mid-November or within three weeks of registration after October 15. One winner will be selected from each school, and the top 100 students will represent their schools at the state level. State winners are invited to Washington, D.C., in late May 2013 to compete for scholarships in the national finals.

  Eligibility: Schools with students in grades 4–8; school-level competitions must have at least six students competing.

  Awards: Scholarships in amounts of $25,000, $15,000 and $10,000 for national finals winners

  Deadlines: September 1, 2012, early registration opens; October 15, 2012, early registration closes; December 14, 2012, late registration closes.

  Web: ***http://www.nationalgeographic.com/geobee/teachers-and-parents/***

- Hosted by the **Conrad Foundation**, the **Spirit of Innovation Challenge** invites high school teams to use science, technology, engineering and math (STEM) skills to develop commercially viable, technology-based products in one of four categories: Aviation and Aeronautics, Energy and Environment, CyberSecurity and Technology, and Health and Nutrition. Tools and resources are available to help inspire the development of innovative ideas. The Conrad Challenge provides *free* access to mentors, webinars and forums to answer participants' questions.

  Eligibility: Students aged 13–18

  Award: Finalist teams receive a travel grant to present at the 2013 Innovation Summit at NASA's Johnson Space Center in Houston, Texas, for a chance to win a $5,000 seed grant for use toward commercialization of the product or service developed in the challenge.

  Deadlines: October 24, 2012 for one-page proposal abstract; applicants whose abstracts are accepted will be invited to submit a full proposal by January 9, 2013.

  Web: ***http://conraddev.griffincg.com/pages/how-soia-works***

Continued on page 20 ➨

Attention Web Browsers

Website addresses do change periodically. If you have difficulty connecting, use a search engine to get an updated address. These sites are recommended by teachers and editors for educational value, but all content and associated links are the domain of the site sponsor.

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- The **JFK Profile in Courage Essay Contest** invites United States high school students to consider the concept of political courage by carefully researching and recounting the story of how an elected official in the United States risked his or her career to take a stand based on the dictates of conscience, rather than the dictates of polls, interest groups or even constituents. The essay must describe an act of political courage that occurred during or after 1956, the publication date of John F. Kennedy's book *Profiles in Courage*. The official may have addressed an issue at the local, state or national level. Essays can be no more than 1,000 words and must have a minimum of five sources, including one non-Internet source.

  Eligibility: United States students in grades 9–12

  Awards: The first-place winner receives $10,000—a $5,000 cash award and $5,000 to grow in a John Hancock Freedom 529 College Savings Plan. The second-place winner receives a $1,000 cash award. Five finalists each receive a $500 cash award. All winners receive a hardcover copy of *Profiles in Courage* by John F. Kennedy. The first-place winner will be invited to accept his or her award at the Profile in Courage Award ceremony held in May at the John F. Kennedy Presidential Library in Boston. Travel and lodging expenses will be paid for the winning student and his or her parents to attend the ceremony. The nominating teacher of the first-place winner will also be invited to attend the Profile in Courage Award ceremony and will receive the **John F. Kennedy Public Service Grant** in the amount of $500 for school projects encouraging student leadership and civic engagement. Travel and lodging expenses will be paid for the teacher's trip to Boston.

  Deadline: Essay submissions for the 2013 contest will be accepted starting September 1, 2012; contest deadline is January 5, 2013.

  Web: ***http://www.jfklibrary.org/Education/Profile-in-Courage-Essay-Contest.aspx***

- **The President's Challenge** has created a **Physical Fitness Test** to help educators recognize students' level of physical fitness in five activities: curl-ups, shuttle run, endurance run/walk, pull-ups and V-sit reach. Three awards for students are offered based on their scores using award benchmarks: the **Presidential Physical Fitness Award** for students who score at or above the 85th percentile on all five activities; the **National Physical Fitness Award** for students who score above the 50th percentile on all five activities; and the **Participant Physical Fitness Award** for students who participate in all five activities, and one or more of their scores fall below the 50th percentile.

  Eligibility: Youth of all ages

  Award: Recognition of students' accomplishments in completing the fitness test; certificates and emblems

  Deadline: Ongoing

  Web: ***https://www.presidentschallenge.org/challenge/physical/index.shtml***

- **ExploraVision** is a science competition, sponsored by **Toshiba** and the **National Science Teachers Association** (NSTA). The competition encourages K–12 students to create and explore a vision of future technology by combining their imaginations with the tools of science. Student teams choose a technology that is relevant to the world today and then explore what it does, how it works and how, when and why it was invented. Then teams imagine their chosen technology 20 years from now and prepare an in-depth report that conveys their vision to others. Teachers may *freely* download sample projects, project checklist, lesson plans and tips to help integrate ExploraVision into the curriculum.

  Eligibility: Entrants must be United States or Canadian citizens or legal residents, living within the United States, US Territories or Canada. Entrants must also be full-time K–12 students, currently enrolled and attending a public, private or home school.

  Awards: First Prize (4 teams): $10,000 US EE Savings Bond at maturity for each student; Second Prize (4 teams): $5,000 US EE Savings Bond at maturity for each student; National Finalists (8 teams): all-expenses-paid trip to Washington, D.C. in June 2013 for ExploraVision Awards Weekend for each national winning student and his or her parents or guardians; Regional Winners (24 teams): Toshiba Camileo Camcorder for each student and awards ceremony for each regional winning team at its school, where the team will receive a winner's banner, plaque and other gifts; Honorable Mention (500 teams): prize and certificate for each student; All Participants: certificate of participation, gift and special discount on Toshiba computer products for every student whose team submits a completed project

  Deadline: January 31, 2013, by 5 p.m. (ET); projects must be received at Toshiba/NSTA ExploraVision, 1840 Wilson Boulevard, Arlington, VA 22201-3000.

  Web: ***http://www.exploravision.org/***

FOR EDUCATORS

- The **Mickelson ExxonMobil Teachers Academy** offers a one-week summer math and science program designed to provide third- through fifth-grade teachers with the knowledge and skills necessary to motivate students to pursue careers in science and math. The 2013 academy will be held in July at the Liberty Science Center in Jersey City, New Jersey. Two national teacher-training organizations, **Math Solutions Professional Development**, founded by Marilyn Burns, and the **National Science Teachers Association** (NSTA), will design the curriculum, provide instructors and manage the daily activities and logistics of the academy. One hundred teachers will be selected to participate in the program.

  Eligibility: Teachers in grades 3–5

  Award: Participation in a five-day, all-expenses-paid math and science program in July 2013

  Deadline: October 31, 2012 for applications

  Web: ***http://www.sendmyteacher.com/***

- The **VFW National Citizenship Education Teacher of the Year Award** recognizes the nation's top K–12 teachers who teach citizenship education topics regularly and promote America's history and traditions. Teachers who promote civic responsibility, flag etiquette and patriotism are prime candidates for this award. To nominate a teacher, describe, in 350 words or less, why the nominee is deserving of the award. Be sure to describe the teacher's innovative teaching and resource development methods, as well as his or her dedication to education. Submit the form and explanation of the nomination to your local Veterans of Foreign Wars (VFW) post.

  Eligibility: K–12 teachers of citizenship education; self-nominees not eligible

  Awards: $1,000 cash award for professional development to each of the top K–5, 6–8 and 9–12 teachers, plus a $1,000 award for each winning teacher's school; all-expenses-paid trip to attend the 2013 Ladies Auxiliary to the Veterans of Foreign Wars National Conference in Louisville, Kentucky, on July 20–25, 2013

  Deadline: November 1, 2012 for nominations

  Web: ***http://www.vfw.org/Community/Teacher-of-the-Year/***

- **The Flame Challenge** is designed to motivate scientists to work on their communication skills. The competition is sponsored by the **Center for Communicating Science** (CCS) at **Stony Brook University**. Actor Alan Alda is host, scientists are participants and the judges are 11-year-olds. In 2013, **The Flame Challenge II** will take place, and your school can get involved. Students can submit questions for Flame Challenge 2013 simply by clicking the button on the flamechallenge.org home page. After the questions have been narrowed, students will be able to vote for their favorite. They can vote individually, or teachers can make voting a class project. After the winning question is announced, scientists will get to work answering it. Then panels of fourth through sixth graders will judge the scientists' answers. To participate in the challenge, students must be part of a team—for example, in a school class or home-school group. Teachers can sign up their class online to participate. After all entries have been judged, students can vote online for the winner. The finalists also will be presented in a **Worldwide Assembly**, a videoconference with up to 10 of the judging schools. Even if your school is not chosen to participate, your class can watch the assembly and participate by chatting in questions.

  Eligibility: Teams of students in grades 4–6

  Award: Participation in Worldwide Assembly

  Deadlines: Students' questions submitted by October 15, 2012; winning question announced in November 2012; scientists' answers judged by students in February/early March 2013

  Web: ***http://flamechallenge.org/***

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Powered-Up Professional Development

- **Annenberg Learner** is an extensive collection of cross-curricular workshops and courses for teachers' professional development at specific grade levels. The workshop and course resources consist of video, print and web components that can be used for facilitated group study (with the facilitator guide) or individual self-study and graduate credit. Each video course has detailed support materials and activities to promote successful implementation.

  Suits: K–12 teachers, administrators

  Costs: *Free* for video on demand (VoD). Videos and other materials may be purchased; see website for prices and tuition costs for graduate credit.

  Locations & Dates: Online; anywhere, anytime video on demand (VoD)

  Web: ***http://www.learner.org/channel/chnnl_workshops.html***

- The **Flipped Learning Network** was launched in the spring of 2012 as a 501(c)(3) nonprofit organization with the vision of preparing educators to adopt the Flipped Learning Ideology. (Flipped Learning occurs when the teacher's lecture is delivered outside traditional class time via a video students view on their own as homework. Class time is used for active problem solving by students and one-to-one or small-group tutoring with the teacher.) The network provides professional learning opportunities on Flipped Learning; collaborates to conduct and disseminate relevant research on Flipped Learning; and acts as a clearinghouse of best practices for current and future "flipped" educators. In addition to hosting the annual **Flipped Conference** and **regional training workshops**, the network coordinates **Teacher Vodcasting** and the **Flipped Learning Network Ning Community**. The **Flipped Learning Education TV channel** has hundreds of videos, which can be sorted by subject area, grade level and presenter.

  Suits: K–12 teachers, administrators, curriculum specialists

  Costs: *Free* (registration required to join the network); see website for conference and workshop fees

  Locations & Dates: Online; anywhere, anytime for online vodcasting, TV channel and Ning community

  Web: ***http://www.flippedlearning.org/***

- ***The Challenge of Modeling 21st Century Learning*** is a *free* whitepaper from **Atomic Learning** that discusses the importance of professional development in helping teachers use technology effectively in their teaching and the challenges of providing technology training for teachers. The information in this whitepaper is based on findings by Atomic Learning's partner, **SEG Measurement**. To access the full research results, simply complete the online form.

  Suits: K–12 teachers, administrators

  Cost: *Free*

  Web: ***http://al.atomiclearning.com/LP=41/***

- The online **Guide to Going Google** contains tools and guidelines for use as a starting point in getting students and educators ready to use **Google Apps for Education**. A five-step **Professional Development plan** presents a training strategy for users at the school level. The **Training Center** provides comprehensive, step-by-step training guides for each of the services in the Google Apps product suite.

  Suits: K–12 teachers, administrators, IT specialists

  Cost: *Free*

  Locations & Dates: Online; anywhere, anytime

  Web: ***http://k12guide.googleapps.com/pd***

  Plus: Download the *free* presentation "**32 Ways to Use Google Apps.**" The presentation includes examples and activities to increase efficiency, collaboration and engagement in using the apps in classrooms and schools.

  Web: ***https://docs.google.com/present/view?id=ddwwqq6t_22g7rmsjgk&authkey=COej0pME***

- Teachers can join **Live Webinars with Laura Candler** or download *free* archived webinars to view anytime. Candler's virtual classroom uses Blackboard Collaborate to present real-time and archived video of such professional development titles as "Simple Steps to Classroom Book Publishing," "Literature Circles Made Easy," "How to Fund Your Classroom Projects" and "Motivating Math Stations."

  Suits: K–8 teachers, curriculum specialists

  Cost: *Free*

  Locations & Dates: Online archive; anywhere, anytime; check website to register for upcoming webinars

  Web: ***http://www.lauracandler.com/webinars.php***

- Mentoring provides educators with a person to bounce ideas off and to give advice to help sharpen skills. Teachers can download the *free* podcast ***Mentoring as a Professional Development Tool*** to hear about a mentoring relationship and identify resources for getting started finding a mentor or becoming one. Listeners will learn about effective mentoring and the ways it can boost a career, whether as a mentor or a mentee. The podcast is part of the **EDUCAUSE Mentoring Kit.**

  Suits: K–12 teachers, administrators, curriculum specialists, coaches, professional development staff

  Cost: *Free*

  Locations & Dates: Online; anywhere, anytime

  Web: ***http://www.educause.edu/blog/gbayne/PodcastMentoringasaProfessiona/214325***

- The **Professional Learning Board** (PLB) offers online courses that model best practices in content, pedagogy and online technology. The courses are available in self-study, instructor-facilitated and graduate-credit options to best meet the professional development needs of educators. Self-study courses are five clock-hours for most titles; instructor-facilitated courses are about 15 clock-hours.

  Suits: K–12 teachers, administrators, curriculum specialists

  Costs: Self-study courses start at $39; facilitated courses start at $150; graduate-credit courses are $250

  Locations & Dates: Online; anywhere, anytime for self-study courses; check website for facilitated/graduate-credit courses

  Web: ***http://k12teacherstaffdevelopment.com/tlb/courses/***

- The **ReadWriteThink Strategy Guides** explain and provide examples of effective literacy teaching and learning strategies. Each *free* Strategy Guide includes a research basis and a detailed process of the strategy in practice. Related resources include lesson plans that incorporate the strategy and online interactives from **ReadWriteThink** for students to apply the strategy. Popular Strategy Guides include ***Reading Online*** (grades 6–12), ***Online Safety*** (grades 6–12) ***Teaching with Podcasts*** (grades 6–12) and ***Using Glogster to Support Multimodal Literacy*** (grades 3–12).

  Suits: K–12 teachers, administrators

  Cost: *Free*

  Locations & Dates: Online; anywhere, anytime

  Web: ***http://www.readwritethink.org/professional-development/strategy-guides/***

- **Teacher Compass PD** is a *free* online, on-demand professional development library of resources that includes video titles such as "Differentiation," "Classroom Management" and "Meeting the CCSS" (Common Core State Standards). Educators are *free* to share the videos with their colleagues. They can also request a demonstration if they want to see how the ideas all work in a school or classroom.

  Suits: K–12 teachers, administrators

  Cost: *Free*

  Locations & Dates: Online; anywhere, anytime

  Web: ***http://www.teachability.com/community/teacherpd***

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  Suits: K–12 teachers, curriculum specialists

  Cost: *Free*

  Web: ***http://www.teachersfirst.com/exclusives/professional-tf-exclusives.cfm***

- **Teachers Teaching with Technology** (T^3) is a collection of *free* online courses from **Texas Instruments** (TI). The courses are comprised of modules with movies to aid teachers in using the various TI calculators in classroom instruction. The movies work much like those on a DVR: just use the menu bar at the bottom of the screen to rewind, play, fast-forward, pause and stop; or use the status bar to move between sections. The Show Me button takes the user step by step through the lesson. A user who is familiar with the material can skip forward and use the Let Me Try feature.

  Suits: Secondary math educators, curriculum specialists, math coaches

  Cost: *Free*

  Locations & Dates: Online; anywhere, anytime

  Web: ***http://education.ti.com/educationportal/sites/US/sectionHome/pd_onlinecourses_free.html***

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  Suits: Secondary math educators, curriculum specialists, math coaches

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FOR EDUCATORS

- **Catch** is a *free* go-anywhere cloud app that enables users to capture thoughts, photos and discoveries across all devices. Users can then turn their ideas into action with simple, mobile collaboration. The app makes it easy to create notes—with text, voice and/or pictures—and sync between devices, both online and offline. After receiving a password, colleagues can contribute their own content and brainstorm ideas in a secure environment. In addition, Android users can scan product barcodes with the Android app.

  Cost: *Free*

  Mobile Devices: iPad, iPhone; Android

  Web: ***https://catch.com/resources/mobile/***

- Using **Dropbox**, an online file-storage and file-sharing application, teachers can easily share documents with students. They simply create a *free* Dropbox account and specify a folder on their computer. Any file that is stored within that folder is saved online. Teachers can then share any of these files by clicking on that file and creating a download link. From there, they can send that download link to any number of students. All students need to do is click on the link and download the file. Students do not have to create an account to access these files; all they need is the download link.

  Cost: *Free*

  Web: ***http://www.dropbox.com***

  Plus: Dropbox Anywhere lets teachers login to Dropbox to access their personal computer files on a mobile device. They can then view and share documents.

  Cost: *Free* for 2 GB of file storage

  Mobile Devices: iPad, iPhone; Android; Blackberry

  Web: ***http://www.dropbox.com/anywhere***

- The *free* **Educreations** app turns an iPad into a recordable whiteboard. With voice recording, realistic digital ink, photo imports and simple sharing through email, Facebook or Twitter, teachers can broadcast their ideas from anywhere. They can use the app to create an animated lesson simply by touching, tapping and talking, or to explain a math formula, add commentary to photos, diagram a sports play and more.

  Cost: *Free*

  Mobile Devices: iPad; any browser

  Web: ***http://www.educreations.com/***

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- Teachers and students can explore the world from the palm of their hand with **Google Earth for mobile.** Users can fly to their current location with the click of a button, do voice searches and view 3-D imagery, terrain and buildings. To get the link to download Google Earth, users simply visit *m.google.com/earth* via the web browser of their device.

  Cost: *Free*

  Mobile Devices: iOS devices; Android (OS 2.1)

  Web: ***http://www.google.com/mobile/earth/***

- The **Parent Educational Advocacy Training Center**'s (PEATC) *free* **IEP Checklist** app is a useful tool for teachers to have at their fingertips for tracking students' IEP goals. (IEP is an Individualized Education Program designed to support the educational needs of school-aged students with disabilities.) The IEP Checklist app helps parents of students with special needs become better-informed advocates by making IEP information easier to access. Version 2 of the checklist has active links to the relevant language in the federal regulations.

  Cost: *Free*

  Mobile Devices: iPhone, iPod touch

  Web: ***http://www.peatc.org/peatc.cgim?template=IEPChecklistiPhone***

- The **ISTE Classroom Observation Tool** (ICOT) is an application for laptop or tablet computers that helps teachers, administrators and researchers note characteristics of technology-using classrooms in relation to the NETS standards. In 2011, ICOT was updated to incorporate the revised standards and moved from a proprietary application to Microsoft Excel. Checkboxes and pull-down menus allow users to easily record a variety of classroom characteristics and automatically aggregate data or export it into other programs. ICOT can be used on any device running Excel to collect data on classroom groupings, teacher roles, time and types of technology use and the NETS.

  Cost: *Free*

  Mobile Devices: iPad; Android tablet

  Web: ***http://www.iste.org/learn/research/icot.aspx***

- **SugarSync** enables users to access, sync and share files from any device. With the SugarSync app installed on a mobile device, teachers can access files from home to school, share photos between classrooms, upload files and photos from their mobile device to their computer and sync files or folders between a device and computers. Users can also sync via email and share folders with permissions and passwords.

  Cost: *Free* 5 GB account

  Mobile Devices: iPad, iPhone, iPod touch; Android; Kindle Fire; BlackBerry; Windows Mobile; Symbian devices; web

  Web: ***https://www.sugarsync.com/***

- Using **Splashtop 2 – Remote Desktop**, teachers can access and control all their PC or Mac applications directly from an iPad and then turn the iPad into an interactive whiteboard. From the comfort of a mobile device, teachers can view and edit files remotely, use Mac and Windows programs, play HD movies and Flash videos, stream music from another computer and give presentations with full audio and video.

  Costs: $2.99 for iPad; *free* for Android tablet

  Mobile Devices: iPad and Android tablet; iPhone, iPod touch and Android phone coming soon

  Web: ***http://www.splashtop.com/splashtop2***

  Plus: Splashtop Whiteboard allows teachers to turn their iPads or Android tablets into interactive whiteboards. Once connected to a computer over Wifi, teachers can watch Flash media with fully synchronized video and audio, control favorite applications and annotate lesson content—all from an iPad or Android tablet.

  Cost: $19.99 for iPad; $9.99 for Android tablet

  Mobile Devices: iPad; Android tablet

  Web: ***http://www.splashtop.com/whiteboard***

- The **Super Duper Data Tracker** app lets teachers document and monitor student progress by organizing students into groups. After entering students' names (and even their learning goals), teachers can track incorrect and correct responses discretely and efficiently. The Data Tracker calculates the percentage of correct responses automatically. At the conclusion of each session, teachers can add notes to the results summary and send a report to any email address.

  Cost: $1.99

  Mobile Devices: iPad, iPhone, iPod touch; Android; Kindle Fire; Nook tablet

  Web: ***http://www.superduperinc.com/products/view.aspx?stid=609***

- **SymbalooEDU** is a personal startpage that allows the user to easily navigate the web and compile favorite sites all in one visual interface. The Symbaloo Mobile app provides access to all classroom favorites stored at SymbalooEDU for anywhere, anytime.

  Cost: *Free*

  Mobile Devices: iPad, iPhone; Android; web

  Web: ***http://mobile.symbaloo.com/***

- **Word Lens** puts a *free* **world dictionary** at users' fingertips. Using a mobile device's built-in video camera, teachers and students can instantly translate printed words from one language to another in real time. Word Lens translates any word without being connected to the Internet.

  Costs: *Free* app; language packs purchased separately ($4.99 each) from within the app

  Mobile Devices: iPad, iPhone, iPod touch; Android

  Web: ***http://questvisual.com/***

- **Sky Map** turns an Android-powered device into a window on the night sky. By holding the mobile device in the air at night, students can get an instant guide to the names of all the stars and the identity of meteor showers. Students can also use the search mode for spotting planets. Sky Map has been open sourced and donated by Google.

  Cost: *Free*

  Mobile Device: Android

  Web: ***https://play.google.com/store/apps/details?id=com.google.android.stardroid&hl=en***

- **Do Now** is a weekly activity with a topical question that engages high school students in responding to current issues through the use of online media resources and social media tools, such as Twitter. Do Now gives students a chance to practice civic engagement and digital citizenship skills while they explore ways to connect topics in their classes to present-day issues. The Do Now activities are posted every Friday evening on **KQED Education**'s website. The activities include a brief introduction to the topic and a media resource that can be played directly on the website. At the beginning of each activity, students will find a question to which they can respond after they deepen their understanding of the topic by going through the online introduction and media resource. Students can post their response in the comments section on the website, or they can tweet their response if they have a Twitter account. The monthly, four-week schedule rotates through Government and Politics, Science, Civics, and Arts & Popular Culture.

  Cost: *Free*

  Mobile Devices: All with Twitter and web access

  Web: ***http://education.kqed.org/edspace/category/do-now/***

- **Today's Document**, a *free* mobile app developed by the **National Archives and Records Administration** (NARA), is an interactive gallery featuring 365 documents and photographs from throughout history. Using the mobile app, students can learn what significant events happened on their birthdays. They can use the calendar feature to select a specific date or use the "Surprise Me" feature to display a random document.

  Cost: *Free*

  Mobile Devices: iPad, iPhone, iPod touch; Android

  Web: ***http://www.archives.gov/social-media/todays-doc-app.html***

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- **VocabAhead** presents its **Word A Day Visuals and Audios** for use on mobile devices. Colorful images and examples support students in learning the lists of Study Words. Features include Study Words, Flashcards and Take Quiz. Additional mobile apps, such as SAT Vocabulary Visuals and Audios ($4.99), Word A Day (Advanced Vocab) Visuals and Audios ($1.99) and GRE Vocabulary Visuals and Audios ($4.99), are available for iOS and Android.

  Costs: Apps with basic features are *free*, but may include ads; full, ad-free versions range from $0.99 to $4.99.

  Mobile Devices: iPad, iPhone, iPod touch; Android; Kindle Fire

  Web: ***http://www.vocabahead.com/MobileApps/tabid/132/Default.aspx***

MOBILE LEARNING INFORMATIONAL RESOURCES

- The **Mobile Learning infoKit** is a developing resource from **JISC infoNet**, a service supporting the strategic planning and deployment of technology within the UK Higher Education and Further Education sectors. The service is hosted by Northumbria University and is based in Newcastle upon Tyne. The infoKit was launched along with the JISC publication ***Emerging Practice in a Digital Age***. Augmenting the *Emerging Practice* guide, the infoKit is a practical guide for educational institutions planning to implement a mobile learning initiative. The Mobile Learning infoKit comprises a wiki-based resource collating information and guidance from JISC and other sources. It will develop to include a section on future trends, incorporate additional examples and be made available in a variety of formats.

  Cost: *Free*

  Mobile Devices: Platform independent

  Web: ***https://mobilelearninginfokit.pbworks.com/w/page/41122430/Home***

- **OnGuardOnline.gov** provides a wealth of information for protecting children online. The **Kids and Mobile Phones** section of the site provides information about smartphones, including their features and options. The section also provides suggestions for developing cell-phone rules for setting an example and standing up to bullying as well as tips for fostering creativity while avoiding problems related to mobile sharing and networking.

  Cost: *Free*

  Mobile Devices: Smartphones; iOS and Android devices; Kindle Fire

  Web: ***http://onguardonline.gov/articles/0025-kids-and-mobile-phones***

STEM for Innovation Success

SCIENCE

- In the **Innovation Headquarters** of **3M** and **Discovery Education**'s **Science of Everyday Life** website, students go beneath the surface of everyday life by exploring the science all around them. The **Innovation Explorations** take them through the rooms of an ordinary house. The **Virtual Labs** engage them in investigating circuitry, heat conduction and electrical energy. And the **Travel Through Time** portal takes them on a journey through a century of innovation. In addition, sets of **inquiry-based lessons** (aligned to national standards for K–2, 3–5, 6–8 and 9–12) address key areas of life science, physical science, earth science and technology/innovation using common materials found in most classrooms. Teachers and students will discover even more about science in the **Did You Know?**, **Meet 3M Scientists** and **Science Fun** sections.

  Web: ***http://www.scienceofeverydaylife.com/innovation/***

- **The Nature Conservancy** and its 550 scientists have created a new initiative— **Nature Works Everywhere**—to help students learn the science behind nature's fantastic "factory." The site gives teachers, students and families everything they need in order to start exploring: **videos**, **interactive games** and **interactive lesson plans** aligned to standards. Each lesson plan is available as a *free* downloadable PDF with a related interactive whiteboard presentation. Video tours take students around the world to visit nature—from coral reefs to bee gardens, from Maine's snowy forests to Africa's grasslands.

  Web: ***http://www.natureworkseverywhere.org/about***

- **Practical Uses of Math And Science** (PUMAS) offers 79 one-page **examples** of how science and math can be used in interesting settings and everyday life. Titles of example lessons include Automatic Windshield Wipers (conduction), Grandpa's Social Security (algebra), How, Now, Pythagoras? (Pythagorean theorem), Probability and Traffic Signals (probability),The Cause of the Earth's Seasons (weather), What is Wind Chill (weather and wind chill) and dozens of additional lessons. The examples, written primarily by scientists, engineers and other content experts, are aimed mainly at K–12 classroom teachers. PUMAS examples can be sorted by title, grade level, date accepted, keyword, benchmark or author. In addition, teachers can submit a request for a specific example.

  Web: ***https://pumas.gsfc.nasa.gov/examples/***

- Sponsored by the **National Science Foundation**, **The Secret Lives of Wild Animals** is a website for children (and the "kid" in all of us). Multidisciplinary teams of biologists, computer scientists and engineers use innovative tracking and information-management systems to discover how animals spend their minutes, days and years negotiating within an ecosystem to find food and mates, survive predators or adapt to human encroachment. This area of research, called "landscape ecology," leads students to understanding the myriad interactions between land and beast, and the very balance of nature, as well as new ideas about how we live together on a shrinking planet. The animals featured on the site are the deer, ocelot, agouti, dragonfly, zebra and seal. For each animal, students get an **overview**, **tracking technology**, **movie**, **quick facts** and **location**.

  Web: ***http://nsf.gov/news/special_reports/animals/***

- **Siemens Science Day: Learning By Doing** is a collection of *free* **hands-on science activities** related to earth science, life science and physical science topics. Teachers will find dozens of activities with corresponding tools and **videos** from **Discovery Education**. Each **activity plan** contains a summary, overview, learning objective and correlation to national standards for science and technology, detailed lesson procedure, extension activities, background and key vocabulary. Teacher and student handouts are also available.

  Web: ***http://siemensscienceday.discoveryeducation.com/activities/hands-on-science-activities.cfm***

TECHNOLOGY

- **21stCenturyLit.org** presents 13 **modules** to teach 21st century skills in English or social studies classes at grades 7–12. The modules use journalistic methods and new digital tools to help educators teach **digital literacy**, **information literacy** and **citizenship literacy**. Students learn how to conduct research, find sources efficiently and effectively, integrate the use of content creation tools available on the Internet and collaborate with others. All modules include Rationale, Lessons, Worksheets and Appendices along with other related resources for introducing the skills.

  Web: ***http://21stcenturylit.org/***

- The **Internet Primer** from **Thirteen Ed Online**'s **wNetSchool** is a *free* **online guide** for K–12 teachers that provides instruction for using the web in the classroom. The Primer is comprised of six sections: Seeing the Big Picture, Making the Connection, Using Internet Tools, Searching Smart, Evaluating the Web and Using the Web. The guide includes lessons, tutorials and dozens of examples that make it interesting and fun to explore the Internet with students. The Primer offers tips, interactive templates and other resources that will help teachers put knowledge into practice.

  Web: ***http://www.thirteen.org/edonline/primer/***

- Developed by the **MIT Media Lab**, **Scratch** is a *free* **visual programming language** that makes it easy for students to create interactive stories, animations, games, music and art—and share their creations on the web. Scratch is designed with learning and education in mind. As young people create and share projects in Scratch, they develop design and problem-solving skills, while learning to think creatively, reason systematically and work collaboratively. Scratch is intended for students aged 8 to 16, but younger children can work on Scratch projects with teachers, parents or older siblings. Scratch is available to download *free of charge*; it runs on Mac, Windows and Linux computers.

  Web: ***http://info.scratch.mit.edu/Educators***

- **TRAILS** (**T**ool for **R**eal-time **A**ssessment of **I**nformation **L**iteracy **S**kills) is a *free* self-guided, self-administered assessment tool designed for use by library media specialists and teachers to determine the information literacy competencies of their students. This knowledge assessment has multiple-choice questions targeting information literacy standards at grades 3, 6, 9 and 12. After setting up an account, teachers can enter options and schedule a session for students. The web-based system is a project of **Kent State University Libraries**.

  Web: ***http://www.trails-9.org/***

- Educators can partner with parents to manage **Woogi World**, an **online virtual community** where K–6 students learn smart, ethical online behaviors through fun activities. The instructional **Cyber Hero program** includes **educational games** on **cyber safety** (*Keep Private* and *Chat Police*), **cyber security** (*Compu-Protect* and *Crash & Tell*) and an interactive **comic book** on **cyber ethics** (*CyberBully Avenger*). Students will learn to balance technology in their life and use it for good with the fun simulation game on **cyber health** (*Time Management*). Educators can manage students in their class to see their achievements in learning cyber safety and monitor scores as students work through the Woogi World games.

  Web: ***http://www.woogiworld.com/educators/***

ENGINEERING

- **A Sightseer's Guide to Engineering** is a database of sightseeing sites throughout the 50 states that help tell the engineering story. The sampling of activities and creative marvels can be searched by keyword, engineering discipline or category, or by clicking on a state on the map of the United States. Entries include sightseeing details and background information.

  Web: ***http://www.engineeringsights.org/***

- **Catch A Wave** is an educational project for students in grades 6–12 that uses online, real-time data to guide student discovery of the causes and effects of ocean waves and tides. The Earth's oceans are in constant motion, and through this project, students will discover the causes and effects of the movement of the water on the shoreline and humans. Students are challenged to think critically and creatively about the effects of ocean waves and tides by answering questions such as *How much energy is involved with waves and erosion? Can humans stop erosion of the shoreline? Should we? Is it cost effective?* The Catch A Wave **Teacher Guide** contains activities that aid in teaching students how to access and interpret real-time wave data and to how use the information to solve real-world problems. The project is sponsored by the **Center for Improved Engineering and Science Education** (CIESE) at the **Stevens Institute of Technology.**

  Web: ***http://ciese.org/curriculum/tideproj/index.shtml***

- If students could live anywhere in the world and in the climate of their choice, what kind of house would they construct? What would they need in order to build their house so it could withstand the climate? **A House is a House for Me** is a detailed lesson plan that guides students in grades 3–5 in creating a model for a home. The lesson, from **Teach Engineering**, includes links to engineering background information, related lessons, recommended resources, vocabulary and assessment rubrics.

  Web: ***http://www.teachengineering.org/view_activity.php?url=collection/wpi_/activities/wpi_a_house_for_me/a_house_for_me.xml***

- **The Stowaway Adventure** is a multidisciplinary Internet-based learning experience designed to expose students in grades 5–8 to **real-world problem solving** through unique uses of instructional technologies. In particular, students use real-time data from the Internet to track a real ship at sea, determine its destination and predict when it will arrive. In addition, they monitor the weather conditions at sea and predict when rough weather may have an impact on the ship's arrival time. Students use the engineering design process to generate research questions; brainstorm ideas; and design, build and test a prototype travel bag for their adventure on the high seas. The complete Real Time Data Project contains menu links to Project Information, a Teacher Guide, Reference Material and Ask an Expert. The project is sponsored by the **Center for Improved Engineering and Science Education** (CIESE) at the **Stevens Institute of Technology.**

  Web: ***http://ciese.org/curriculum/shipproj/***

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- ***Questioneering*** is an **engineering game** for middle school and high school students. This fast-paced online trivia game can be played in single-player, multiplayer or team mode. In single-player mode, the student has 30 seconds to answer each of 12 questions during Stage 1. In Stage 2, the student answers as many questions as he or she can in 60 seconds. And in Stage 3, the student chooses how many points to risk on the final question. In multiplayer mode, the student gets a link to send to a friend so they can play the game together. Teachers can also send a link to another classroom for a unique team challenge.

  Web: ***http://www.tryengineering.org/trivia.html***

MATHEMATICS

- **Calculation Nation** is part of the **National Council of Teachers of Mathematics** (NCTM) **Illuminations project**. The games of Calculation Nation are organized around content from the upper elementary and middle grades math curriculum. By becoming a citizen of Calculation Nation, students can play *free* online math strategy games that will help them learn about fractions, factors, multiples, symmetry and more, as well as practice skills such as calculating area and distance. Calculation Nation uses the power of the web to let students challenge opponents from anywhere in the world while challenging themselves by investigating significant mathematical content and practicing fundamental skills. Under the Parents & Educators tab are directions for using the games, information on the math understandings addressed in the games and lists of related resources.

  Web: ***http://calculationnation.nctm.org/***

- **Fuel the Brain** is a collection of **games** and **interactives** to help students practice elementary math skills related to Counting & Cardinality, Number & Operations, Measurement & Data and Science. Popular interactives use base-ten blocks, number lines, geoboards, money and clocks. Seasonal picks help relate math to the time of year. Each math interactive game has related printables to use offline. **Teacher Guides** support the use of the interactives in the math curriculum and suggest classroom adaptations and customizations. Other Resources includes Wheel Chart Interactive and eZ Grader.

  Web: ***http://www.fuelthebrain.com/Interactives/***

- **MathActive** lessons are Flash-animated math **modules** designed for K–12. Each module features content created by educators to target a specific geometry performance objective. MathActive can be used for remediation, extension or introduction of concepts. Many of the modules are created with **English**, **Spanish** and **Navajo** narration. All Flash lessons have a printable **Teacher Guide** listing materials, objectives, extensions and assessment recommendations.

  Web: ***http://www.asset.asu.edu/new/mathactive/***

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- **Math-Kitecture** is about using architecture to do math—or math to do architecture! Math-Kitecture has a number of activities, including **Floor Plan Your Classroom**, which offer engaging ways for students to study mathematics by doing real-life architecture. The three-step process for creating a classroom floor plan, for example, includes links to background information and specific examples along with drawings for each step. Students learn estimation, measurement, proportion and ratios by hand-drafting a floor plan of their classroom to scale.

  Web: ***http://www.math-kitecture.com/***

- **Sokikom**'s website motivates students in grades 1–6 to learn math in a safe, **social-learning game environment**. The **multiplayer online games** are based on the National Council of Teachers of Mathematics (NCTM) curriculum focal points and the Common Core State Standards for mathematics. Sokikom has designed the web-based games using the principles of guided, discovery-based, social and situated learning. The games emphasize real-time cooperation and collaboration to engage students in developing math skills as they help one another learn math. An adaptive learning engine adjusts the activities based on individual student needs. The *free* basic plan allows for one game using a basic curriculum. Sokikom is offering *free* student subscription upgrades to teachers through the end of the 2012 school year, and possibly even beyond. Currently, there are no limits to the number of student upgrades, so teachers can add as many students as needed.

  Web: ***http://www.sokikom.com/educators/***

- The **stemNRICH – CORE** section of the **University of Cambridge**'s **NRICH** website is devoted to the mathematics underlying science and technology. The stemNRICH – CORE collection is made up of **mathematical-science problem tasks** covering topics in The Living World, The Physical World, Technology and Core Maths. The Core Maths section involves SET contexts and mathematical concepts that students between the ages of 11 and 16 typically encounter. An Advanced Scientific Mathematics section provides problem-solving tasks for students aged 16 and up.

  Web: ***http://nrich.maths.org/stemnrich***

  Plus: NRICH is part of the family of activities in the **University of Cambridge**'s **Millennium Mathematics Project**, which also includes the **Plus** and **Motivate** sites. ***Plus* magazine** opens a door to the world of maths, with all its applications, by providing articles from top mathematicians and science writers on topics as diverse as art, medicine and sport. Educators can read the latest mathematical news on the site every week, browse the blog, listen to podcasts and keep up-to-date by subscribing to *Plus* (via email, RSS, Facebook, iTunes or Twitter). **Motivate** provides *free* online maths-based resources for schools, including **multi-media packs** and **cross-curricular resources** and **projects**.

  Web: ***http://plus.maths.org/content/*** [***Plus* magazine**]

  Web: ***http://motivate.maths.org/content/*** [**Motivate resources**]

Find-It-Fast Free and Inexpensive Resources

INTERDISCIPLINARY

- The **Mad Scientist** is a *free* full-color **game board** for use in any content area. The game cards can be created with a business-card template in a word-processing program. The cards can then be used to review vocabulary words, parts of speech, math facts, story comprehension and more.

  Format: PDF

  Web: ***http://jc-schools.net/tutorials/game/mad-sci.pdf***

- The *free* **Substitute Teaching Guide for Regular Classroom Teachers** is designed to make classroom organization and substitute preparation easier. The guide provides basic steps for preparing for a substitute along with links to forms for seating charts and lesson plans. Other helpful forms include Notes for the Teacher, Notes for the Sub, Student Sign-In Sheets and Classroom Seating Charts.

  Format: PDF

  Web: ***http://www.studenthandouts.com/subfolder/teachersMAIN.htm***

- **SweetSearch2Day** is a **daily curated assortment** of the **best content on the web** for history, language arts, science, news, culture and other topics. The Today in History category features a main event with links to More On This Day events and an On This Day Challenge. Other daily features include Photos of the Day, Words of the Day, Poem of the Day, Interview of the Day and Question of the Day.

  Format: Online

  Web: ***http://2day.sweetsearch.com/***

LANGUAGE ARTS

- From classroom management to project ideas to script writing and planning, the resources in the **Digital Storytelling in the Classroom Resource Kit** will help get teachers and students started telling digital stories. The kit's resources help students develop 21st century communication skills and make personal connections to the content they are learning. The kit includes articles with ideas for integrating digital storytelling across the curriculum, samples of digital storytelling (web based and PDFs with web links) and lesson plans for creating video biographies, news broadcasts and more.

  Format: PDF (with online web links)

  Web: ***http://web.tech4learning.com /digital-storytelling-resource-kit?utm_campaign=pixie-research-pl***

- Teachers can browse **Thinkport**'s **Think K–12 Classroom** for *free* online **videoclips** by subject category or complete a keyword search to find a clip that will fit a specific need. Subject categories include major curriculum content areas as well as the arts and professional development. Most of the clips are available to view online as Flash files or downloaded as MPEG files.

  Formats: Online Flash files; downloadable MPEG files

  Web: ***http://www.thinkport.org/Classroom/onlineclips.tp***

- Teachers can take their classroom writing into the 21st century with **Video Writing Prompts** from **TeachHub!** Each video has a writing prompt suggestion for K–2, 3–5, 6–8 and/or 9–12. The Keep Reading link provides additional suggestions for using the video as a writing prompt at each grade-level cluster.

  Format: Online videos

  Web: ***http://www.teachhub.com/video-writing-prompts***

- **WatchKnowLearn** has indexed more than 33,000 **educational videos**, placing them into a **directory** of 3,000-plus categories. The videos are available without any registration or fees to teachers in the classroom and to students at home 24/7. Users can dive into the innovative directory or search for videos by subject and age level. Video titles, descriptions, age-level information and ratings are edited for usefulness. The website invites broad participation in a new kind of wiki system, guided by teachers. Confirmed registered users can add videos to grade-level and subject-area pages. They can also edit pages by other registered users.

  Format: Online videos

  Web: ***http://www.watchknowlearn.org/***

  Plus: WatchKnowLearn has created three **Common Core classrooms** that have aligned videos in the main directory with the ELA and Mathematics standards for K–2.

  Format: Web page

  Web: ***http://www.watchknowlearn.org/Content.aspx?ID=CommonCore.Overview***

MATHEMATICS

- The **Figure This! Family Corner** provides teachers with *free* math **brochures** to download and print. The five brochures are resources for engaging parents in their children's math education. The downloadable brochures are available in full color or black and white, and in **English** or **Spanish**. Titles are *Families & School*, *Families & Math*, *Families & Homework*, *Families & Support* and *Math & Literature*.

  Format: PDF

  Web: ***http://www.figurethis.org/fc/family_corner.htm***

- Teachers can get a *free* school account for **Mangahigh.com**, a games-based K–12 math teaching resource offering more than 400 **problem-solving challenges** ranging from addition to quadratic factorization. Learners are introduced to new lessons with scaffolding; they then progress toward applied work, supported by specific hints and worked solutions throughout. Mangahigh analytic tools allow for classification of students into the three tiers of RTI. Mangahigh's challenge system allows the teacher to provide individualized instruction appropriate for students in each tier.

  Format: Online

  Web: ***http://www.mangahigh.com/en_us/***

- Teachers can enrich their math curriculum for grades 4–6 with the *free* **games** and **activities** from **Math Can Take You Places**. The 19 hands-on games and activities focus on particular grade-specific objectives. Targeted skills cover equivalency, measurement, patterns, problem solving and reasoning. The games and activities can be *freely* downloaded and used by small groups of students or as part of whole-class instruction.

  Format: PDF

  Web: ***http://www.mathcantakeyouplaces.org/teachers/games.html***

- The *free* downloadable **Mathematics Vocabulary Word Wall Cards** from the **Virginia Department of Education** provide a way to display mathematics content words and associated visual cues to assist in vocabulary development. The cards can be used as an instructional tool for teachers and then as a reference for all students, particularly English learners and students with disabilities.

  Formats: PDF; MS Word

  Web: ***http://www.doe.virginia.gov/instruction/mathematics/resources/vocab_cards/index.shtml***

SCIENCE AND HEALTH

- The US government's **Substance Abuse and Mental Health Services Administration** (SAMHSA) offers a *free* kit to educate fifth- and sixth-grade students about the consequences of underage drinking. The **Help Prevent Underage Drinking Kit** includes a teaching guide and poster, bonus worksheets and a family guide with colorful illustrations and comics, quizzes and activities. The materials in the kit are aligned with national teaching standards. The digital version can be downloaded at *no charge*; the print kit can be ordered from SAMHSA at a the nominal cost for shipping and handling.

  Formats: PDF; print

  Web: ***http://store.samhsa.gov/product/Help-Prevent-Underage-Drinking-Kit-Teaching-Guide-and-Poster-Bonus-Worksheets-and-Family-Guide/SMA09-4406***

- The **Museum of Vision** and **The Foundation of the American Academy of Ophthalmology** have created *free* downloadable **curriculum guides** to teach children aged 10–14 about the eyes and the science of vision. Titles include *Healthy Eyes, Healthy Body*; *Eye Openers: Exploring Optical Illusions*; *Animal Eyes*; and *Art and Vision: Seeing in 3-D*. The lessons, which focus on life science and health, include handouts and activities for use in the classroom. Full-color diagrams make it easy for students to visualize scientific content, and additional resources provide curriculum support.

  Format: PDF

  Web: ***http://www.museumofvision.org/education***

- The **Minnesota Department of Education**'s **STEM Toolkit** offers teachers *free* multimedia resources for use in the science curriculum. The *free* downloadable materials include Study Guides, STEM Posters and more.

  Format: PDF

  Web: ***http://www.mn-stem.com/***

SOCIAL STUDIES AND GEOGRAPHY

- **EarthCaching – An Educator's Guide** helps teachers learn how to create an EarthCache, direct students to create EarthCaches or use existing EarthCaches in the classroom. The guide includes lesson plans and guidelines for submitting EarthCaches directly into the geocaching system. Educators may *freely* download the guide by chapter or as a complete book.

  Format: PDF

  Web: ***http://www.geosociety.org/Earthcache/teacherGuide.htm***

- The *free* ***Map Adventures*** **Teacher Packet** from the **US Department of the Interior**'s **Geological Survey** is a study of how to understand and use maps for K–3 students. The *free* downloadable kit contains seven lesson plans, including lessons on symbols and legends, directions on a map and map grids and scale.

  Formats: PDF; online

  Web: ***http://egsc.usgs.gov/isb/pubs/teachers-packets/mapadventures/mapadven.html*** [**PDF version**]

  Web: ***http://egsc.usgs.gov/isb/pubs/teachers-packets/mapadventures/index.html*** [**online version**]

- **C-SPAN** has created a *free* printable **wall poster** that includes information about the Electoral College, historical election results and key dates leading up to the 2012 presidential election. The poster and accompanying **lesson ideas** and **activities** have been updated based on the 2010 census.

  Format: PDF

  Web: ***http://www.c-spanclassroom.org/Special-Offers.aspx***

Continued on page 50 ➨

TANDBERG DATA

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- **Exploring Maps** is an interdisciplinary set of materials on mapping for grades 7–12 from the **US Department of the Interior** and the **National Mapping Division, US Geological Survey**. The packet of *free* downloadable materials helps students learn basic mapmaking and map-reading skills and understand how maps can answer fundamental geographic questions. The map images and accompanying activities can be used in various courses, including geography, history, mathematics, art, English and the sciences. The instructional package includes a teacher's guide, activity sheets, two posters and maps, including a map of the earliest known roads of the Roman Empire and a map of earthquake-prone areas around the world.

  Format: PDF

  Web: ***http://egsc.usgs.gov/isb/pubs/teachers-packets/exploringmaps/***

- With the election season in full swing, teachers will want to download the *free* poster **How To Become President of the United States** The colorful and informative poster (22" × 34") from **Kids.gov** is intended to help students understand the process of becoming president of the United States.

  Format: PDF

  Web: ***http://publications.usa.gov/USAPubs.php?PubID=6099***

- **PowerPoint Palooza** presents more than 220 *free* **PowerPoint presentations** for AP American History, AP World History and Global Studies. The presentations range in size from a dozen or so slides each to more than 145 slides per title. Several presentations contain sound or music as well. Some were created by teachers; others by students. Teachers can save the files, modify them and use them in the classroom. The only requirement is to download the files before using them and to keep the author as the original source.

  Format: PowerPoint files

  Web: ***http://www.pptpalooza.net/***

- The **PBS NewsHour Student Reporting Labs** program connects high school students to local PBS stations and news professionals in their community to produce original, student-generated news video reports. The young people who participate in the project learn how to report, problem-solve, synthesize information and investigate important topics. The project also includes a *free* three-unit **news literacy/digital media curriculum** and **online collaborative space** designed to transform students' understanding of news, build a foundation of civic engagement and spark a lifelong interest in current events. The curriculum can easily be adapted to the McREL Standards, Common Core State Standards and ISTE Standards.

  Format: PDF

  Web: ***http://www.studentreportinglabs.com/reporting-labs-curriculum***

TECHNOLOGY

- Teachers can get all the tools they need for digital literacy with **Common Sense Media**'s *free* **Digital Literacy and Citizenship Curriculum**. The ready-to-use instruction for K–5, 6–8 and 9–12 helps to guide students in making safe, smart and ethical decisions in the digital world where they live, study and play. The detailed lesson plans in each unit include print-ready student handouts and links to parent resources.

  Format: PDF

  Web: ***http://www.commonsensemedia.org/educators/curriculum/k-5***

- **Free-for-Kids**' colorful **Printable Web Safety Posters** offer advice and guidance to both young and older children on how to use the Internet safely, particularly for online chatting, messaging and sharing personal information. Each of the web safety posters can be *freely* downloaded and printed and then posted on a bulletin board at a computer station or in the school technology lab to reinforce the importance of surfing and chatting online safely. The posters can also be shared with parents to help remind them of the dangers and risks associated with children and teenagers communicating in cyberspace across the web.

  Format: PDF

  Web: ***http://www.free-for-kids.com/internet-safety-posters.shtml***

- **Standing Up, Not Standing By: Cyberbullying Toolkit for Educators** is a *free* downloadable resource to help teachers show students how to take a stance (or "stand up") when they see digital harassment happening and create a positive school culture where they and their classmates can thrive—both online and off. Since parents are worried and confused about cyberbullying too, the toolkit for educators includes a "workshop in a box," organized by student age ranges, which teachers can use to bolster parent-involvement efforts.

  Format: PDF

  Web: ***http://www.commonsensemedia.org/educators/cyberbullying-toolkit***

- **NetSmartz**'s **Internet Safety Activity Cards** are related to the online activities at **NetSmartz Workshop** and are easy to implement in the classroom with just a few extra materials. Each activity card lists materials, lesson time, introduction, activity and follow-up. Printable handouts are also available. The cards and accompanying handouts may be downloaded for primary (ages 5–7), intermediate (ages 8–10), middle school (ages 11–13) or high school (ages 14–17). Registration is required to download NetSmartz teaching materials; registration is *free*.

  Format: PDF

  Web: ***http://www.netsmartz.org/Resources/ActivityCards***

Web Destinations for Active Learning

LANGUAGE ARTS

- Professor Garfield's ***¡Inglés Para Su Futuro!*/English for Your Future** is a *free* bilingual website that allows users to switch between Spanish and English to read and hear the translations. The social and academic language sections currently feature dialogue related to science and language arts. A Visual Dictionary of more than 500 words in English and Spanish is available for help. High-quality video and photography help enhance understanding of academic topics, such as the water cycle, in science.

  Web: ***http://www.professorgarfield.org/yourfuture/***

- With the **Fractured Fairy Tales** writing tool from **ReadWriteThink**, K–8 students can take a well-known fairy tale and change the characters, setting, points of view or plot. Students first read a sample fractured fairy tale. Then they select from one of three fairy tales and plan and write their own fractured tale. When they have completed their writing, they can print their creative work.

  Web: ***http://www.readwritethink.org/files/resources/interactives/fairytales/***

  Plus: ReadWriteThink provides more than a dozen resources that support using fairy tales in the language arts curriculum at kindergarten through grade 12. Resources include parent and after-school suggestions and guidance for using the Fractured Fairy Tales tool.

  Web: ***http://www.readwritethink.org/search/?sort_order=relevance&q=Fractured+Fairy+Tales &old_q=&srchgo.x=0&srchgo.y=0***

- In this **Spelling Bee**, contestants in grades 1–8 listen to three stories, one at a time, and then spell words from each story. High school contestants listen to separate sentences and then spell words from each sentence. Students can hear a word as many times as needed and ask for a definition in grades 3 and higher. Because words often make more sense when they are attached to an idea, all the words in the stories or sentences are in context. Students just choose a grade level to begin; results are calculated at the end. Students can learn grade-appropriate vocabulary by practicing how to spell the words, taking advantage of the multimedia aspects of the interactive: imagining words as they appear in print, hearing words as they are spoken and reading definitions that help them connect spelling to meaning.

  Web: ***http://www.learner.org/interactives/spelling/index.html***

Attention Web Browsers

Website addresses do change periodically. If you have difficulty connecting, use a search engine to get an updated address. These sites are recommended by teachers and editors for educational value, but all content and associated links are the domain of the site sponsor.

- **Storybird** is a collaborative storytelling site that allows students to tap into a library of illustrations to create digital books. Storybird reverses the process of visual storytelling by starting with the image and "unlocking" the story inside. Students choose an artist or a theme, get inspired and start writing, adding art and pages as the story develops. Students can read their art-inspired stories like books, play them like games and send them like greeting cards. The literacy tool is easy enough for primary students but sophisticated enough to be a platform for professional narrative artists. With a *free* class account, teachers can manage students without access to email, create assignments and build libraries in a safe and private setting with full teacher controls.

  Web: ***http://storybird.com/***

- The reading and writing games and activities at **Reading Is Fundamental**'s **RIF Game Station** include brainteasers, spelling games, mystery word puzzles, writing activities and story starters. In the Writers' Block, students can write stories once a month with their classmates, or they can start their own personalized story using the Story Maker. When they are finished, students can print their stories to share with others.

  Web: ***http://www.rif.org/readingplanet/gamestation/storymaker/storymaker.htm***

MATHEMATICS

- ***Absurd Math: Pre-Algebra from Another Dimension*** is an interactive mathematical problem-solving game series from **LearningWave Online**. Through game play, students proceed on missions in a strange world where power consists of mathematical skill and knowledge. *Absurd Math* is made up of four episodes that challenge students to use their math knowledge to solve the problem in each dimension—from saving a creature from a cult of pollution makers to identifying flesh-eating bacteria created by evil scientists. Many of the pages have hidden clues and areas. Anytime a player needs help, he or she may email the Learning Wave staff for assistance. Teachers and parents may email Learning Wave for answer keys.

  Web: ***http://www.learningwave.com/abmath/***

  Plus: If students like *Absurd Math*, then they may want to try the ***Challenge of the 7 Cups***, a geometry and algebra simulation.

  Web: ***http://www.learningwave.com/abmath/7cups/***

- **123 Count on it** is a collection of interactive math games from **Georgia Public Broadcasting** (GPB) and **PBS Kids** for children in kindergarten through grade 3. The games, which are categorized by grade level, provide math skills practice for Geometry, Time, Money and Measuring—all within real-world contexts.

  Web: ***http://www.gpbkids.org/countonit/***

- **PBS Kids' CYBERCHASE** adventure games help students in grades 3–6 develop strong math and problem-solving skills. Students can try the randomly selected Motherboard recommendations or select from the alphabetical index. The ***Quest*** games let players choose from different adventures and customize their own characters, returning to play as often as they like, in an ongoing "quest" to stop Hacker while using different math concepts.

  Web: ***http://pbskids.org/cyberchase/math-games/***

  Plus: Teachers can get detailed overviews of each of the web games, including math and science topics, game descriptions, math Big Ideas and NCTM standards covered in the game practice. Teachers will also find Print Activities, Lesson Plans & Activity Kits, Featured Themes and More Math Fun activities.

  Web: ***http://www.pbs.org/parents/cyberchase/lessons/games.html***

- **NBC Learn**, the educational arm of ***NBC News***, and **Carnegie Learning**, have teamed up to produce "**Decision 2012: Election Math**," a collection of *free* online math education resources related to the 2012 election season and developed especially for middle school and high school teachers and students. The "Decision 2012: Election Math" collection illustrates Campaign Math and Statistics, such as predicting winners through sampling; voter math and statistics, for analysis of voting-age populations, registered voters, demographics and turnout; the math of representation, looking at congressional representation and apportionment of electoral votes; and winning math and statistics, such as comparing winners and losers over time by political party, candidate's age and home state, and popular and electoral votes. "Decision 2012: Election Math" will appear as a Free Resources Special Collection with streaming videos on NBC Learn and will be linked to interactive math problems from Carnegie Learning.

  Web: ***http://www.carnegielearning.com/press-room/press-releases/2012-04-25-nbc-learn-and-carnegie-learning-join-together-to-produce-decision-2012-election-math/***

  Web: ***http://www.nbclearn.com*** [**streaming videos**]

  Web: ***http://www.carnegielearning.com*** [**interactive math problems**]

- ***Karappan poochi: Algebra vs. The Cockroaches*** is an interactive math game in which cockroaches swarm graph paper in a test of student's skills with algebraic equations. As the cockroaches move along a straight line, students must find the equation of the line in slope-intercept form. During game play, the Hint button provides clues; a Report button lets teachers print a game report detailing the number of equations, attempts, correct responses and time students spend on the game. Each round of the game can be saved after completion.

  Web: ***http://hotmath.com/hotmath_help/games/kp/kp_hotmath_sound.swf***

- **Maryland Public Television** and the **Education Arcade** at the **Massachusetts Institute of Technology** (MIT) have teamed up with **FableVision** to create ***Lure of the Labyrinth***, a digital game for middle school pre-algebra students. *Lure of the Labyrinth* uses an innovative gaming-meets-story-telling approach to improve math and literacy skills aligned to state and national math standards. The game gives students a chance to actually think like mathematicians. While playing *Lure of the Labyrinth*, students use mathematical thinking skills to progress through a compelling graphic-novel story. An underground monster-inhabited world comes to life as students plunge into a shadowy factory on a mission to rescue a missing pet. Taking on a monster persona (avatar), students disguise themselves as "insiders" to maneuver through math problems. Since the game is web based, students can play at home or at school, in the classroom, computer lab, library or during an after-school program. An online communication device allows students to exchange ideas and game strategies and encourages collaborative game play. Students can play as little or as much as they want.

  Web: ***http://labyrinth.thinkport.org/www/*** **[game]**

  Web: ***http://labyrinth.thinkport.org/www/educators.php*** **[teaching resources]**

- **It All Adds Up** is a site developed by the **Council for Economic Education** for teens who want to get a head start on their financial future. Students can play online games and simulations to learn about managing credit, buying a car, paying for college, budgeting, saving and investing. Each simulation requires students to investigate, make decisions and use their mathematics and economics knowledge to complete the game.

  Web: ***http://www.italladdsup.org/***

SCIENCE AND TECHNOLOGY

- On the **Dive and Discover** website, students are at the frontline of scientific inquiry as they join scientists—geologists, chemists and biologists—who are exploring the seafloor and making amazing new deep-sea discoveries. Daily updates, photos, videos and email correspondences with scientists from the **Woods Hole Oceanographic Institution** allow students to follow the progress of the scientific missions and find out about life on the floating laboratories at sea. While they are getting ready for Expedition 15, students can investigate the 14 previous expeditions to the seafloor listed in the menu under the Choose an Expedition tab. They can also investigate the variety of interactive topics for deep-sea explorations in the menu under the Dive into Deeper Discovery tab. With the aid of educators involved in previous Dive and Discover expeditions, the researchers at the Woods Hole Oceanographic Institution have suggested strategies for incorporating Dive and Discover into the classroom. The strategies include hands-on exploration, historical connections, data collection and analysis, scientific inquiry, technology and problem solving.

  Web: ***http://www.divediscover.whoi.edu/teachers.html***

- **FBI Kids** is filled with activities and interactive games for K–12 students. ***About the FBI*** displays the different patterns used to identify fingerprints: loop, double loop, central pocket loop, tented arch, plain arch, plain whorl and accidental. ***How We Investigate*** takes students through a case from start to finish in the FBI laboratory, including the many tricks used by spies. The interactive ***FBI Adventure*** presents four cases that involve packages from different countries for students to solve.

  Web: ***http://www.fbi.gov/fun-games/kids/kids***

- Chemistry students in grades 7–12 can practice balancing chemical equations by choosing the correct coefficients in ***It's Elemental – Balancing Act!***, a game developed by scientists at the **Jefferson Lab** in Newport News, Virginia. The game lets students select the number of equations to complete and a difficulty level. Each incomplete chemical equation can be balanced by selecting coefficients from the pull-down menus. The Jefferson Lab also offers a plethora of Teacher Resources, including hands-on activities, worksheets, puzzles, online games and videos.

  Web: ***http://education.jlab.org/elementbalancing/index.html***

  Web: ***http://education.jlab.org/indexpages/teachers.php***
  [**Teacher Resources**]

- The **Kids' Science Challenge** is a nationwide competition in which students in grades 3–6 submit experiments and problems for real scientists and engineers to solve. Every year the Kids' Science Challenge creates a game for each of the three science topics in the challenge, and students can find them all in the **Game Arcade**, where they can play science games, watch videos and do fun activities. Check the website in October for the three new science challenges for 2013.

  Web: ***http://kidsciencechallenge.com/year-four/gv_games.php***

  Plus: Teachers can click **Prior Science Topics** to get dozens of lesson plans and activities for extending each of the science topics from prior challenges. All of the interactive games can be played *freely*.

  Web: ***http://kidsciencechallenge.com/year-four/archive.php***

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- **NASA Kids' Club** has educational games, engaging multimedia and visuals, and educational activities to cover K–4 students' developmental and learning abilities as addressed in national education standards in math, science and technology. The skills levels provide a natural progression through the site, so users can find interactive games best suited to their abilities. For example, ***Roving on Mars*** (Level 3) challenges grade 2 students to use their fine motor skills and eye–hand coordination to navigate a rover through a maze on the surface of Mars. ***Flip Time*** (Level 4) challenges grade 3 students to match analog times to the corresponding readings on digital clocks. And ***Go to the Head of the Solar System*** (Level 5) challenges grade 4 students to answer questions about celestial objects as they travel through the solar system. The developmentally appropriate content is based on national education standards and benchmarks at each grade level. Teachers can click the red apple to get game descriptions matched to the skills and ISTE standards addressed by each game.

  Web: ***http://www.nasa.gov/audience/forkids/kidsclub/flash/index.html***

- The **Science of NFL Football** is a collection of videos and lessons from **NBC Learn**, in partnership with the **National Science Foundation** and the **National Football League** (NFL). Streaming video unravels the science behind professional football while examining the Pythagorean theorem, Newton's laws of motion and Vectors.

  Web: ***http://www.nbclearn.com/portal/site/learn/science-of-nfl-football***

- **Project Noah** is a tool to explore and document wildlife and a platform to harness the power of citizen scientists everywhere. Students explore the wildlife around them and help scientists with their data collection. They can post a new spotting, upload photos, tag plants and animals with location data, join missions and earn patches. The Organisms section is a field guide to help students identify the wildlife they find. The Project Noah missions are challenging and meaningful investigations that touch on nearly every key concept in the life sciences, from adaptation and natural selection to conservation and biodiversity.

  Web: ***http://www.projectnoah.org/***

- **Science360 Knowledge Network** immerses students in the latest wonders of science, engineering, technology and math. The site includes a collection of the latest science videos provided by scientists, colleges and universities, science and engineering centers, the National Science Foundation and others. Each video may be embedded on a personal website, in a blog and on a social networking page.

  Web: ***http://science360.gov/files/***

HISTORY, GOVERNMENT AND CIVICS

- History comes alive with the ***Boston Massacre Files***, an interactive simulation of the Boston Massacre, using artist portraits, eyewitness accounts from the trials that followed, an interactive history timeline and guided questioning to help students understand this event in American history. Middle school students will find the simulation intriguing as they investigate the evidence and try to formulate their own conclusions about the Boston Massacre.

  Web: ***http://bostonhistory.org/sub/bostonmassacre/game.html***

- **Kids Voting USA**'s classroom civics activities introduce students to the concepts of citizenship in the earliest grades and continue throughout their school years. After class preparation, students take part in a voting experience. This "real-life" practice dispels the mysteries of the voting process and reinforces the knowledge and skills gained through Kids Voting classroom activities. The activities help students meet national and state curriculum standards for social studies.

  Web: ***http://kidsvotingusa.org/***

  Plus: DoubleClick Democracy is an online service of **Kids Voting USA**. The service provides students with the opportunity to participate in an authentic voting experience by using a web-based voting system. In addition, the system can be used for any election or contest, such as poster contests, student government races and homecoming elections.

  Web: ***http://kidsvotingusa.org/vote/***

- **ExhibitBuilder** is a set of tools on **The Henry Ford** website that enables students to create virtual exhibits using The Henry Ford's digitized collections. To build their exhibit, students first choose artifacts, video and audio from The Henry Ford's Online Collections, which document the American Experience and culture of innovation. After they have selected objects for their personal virtual exhibit, students organize their objects into "sets," add a title and an introduction for each set, select a customized style for an exhibit room, place the sets of objects on the exhibit wall and add notes to accompany the objects in the exhibit. Students can then share their finished exhibits with friends and family members via email or social networking. Users must complete the *free* registration in order to use ExhibitBuilder and save exhibits.

  Web: ***http://collections.thehenryford.org/ExhibitHome.aspx***

  Plus: A *free* downloadable **ExhibitBuilder Student Organizer** will help students get started on a personal exhibit for a class project.

  Web: ***http://www.thehenryford.org/education/erb/ExhibitBuilder%20Student%20Organizer.pdf***

- The national computer has crashed, and government leaders in Freeville need students' help to save the **Bill of Rights!** This interactive game from the **National Constitution Center** is a motivating way for students to learn about the Bill of Rights as they take part in the mission of rebuilding the document by finding the missing parts in Freeville.

  Web: ***http://constitutioncenter.org/billofrightsgame/***

  Plus: Whether students are working on a project, writing a paper or simply interested in learning more about the United States Constitution, the **National Constitution Center**'s exhibits and resources are useful to students of every age. Students can access an interactive United States Constitution (as well as a print version in English and Spanish), explore a Constitutional Timeline, examine Founding Documents, learn more about the Founding Fathers and test their knowledge with Games and Puzzles.

  Web: ***http://constitutioncenter.org/education/students/studying-the-constitution/***

- The **American Revolution Center**'s interactive timeline features an easy-to-navigate combination of text and images related to the events of the American Revolution. Students can click on any event in the timeline to view a short paragraph about that event. They can click on an image of an artifact in the timeline to view an enlarged image of that artifact. The page hosting the enlarged artifact image also hosts a description of the artifact and in some cases a video podcast about the artifact.

  Web: ***http://timeline.americanrevolutioncenter.org/***

- ***Trading Around the World***, an interactive game from the **International Monetary Fund** (IMF), lets students in grades 7–12 experience the challenges and excitement of international trade. To succeed in the game, students need to get the best price for the goods they sell and the biggest bargains for the goods they buy. They also need to watch how the global economy is doing, since the prices they will be able to get and the deals they can make depend on how healthy the global economy is. To be successful in trading around the world, students must use their imaginations, negotiating skills and bank accounts wisely. If students want to return to the game and keep playing, a Player ID Number allows them to return where they left off.

  Web: ***http://www.imf.org/external/np/exr/center/students/trade/index.htm***

- **Yippy's Ben Franklin** web portal searches the proverbs, writings and works of Benjamin Franklin and links to 325 carefully selected educational resources related to Franklin. The web portal is a comprehensive, one-stop site that honors Franklin's Tercentenary and his leadership in establishing the country's first public library.

  Web: ***http://ben.yippy.com/***

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